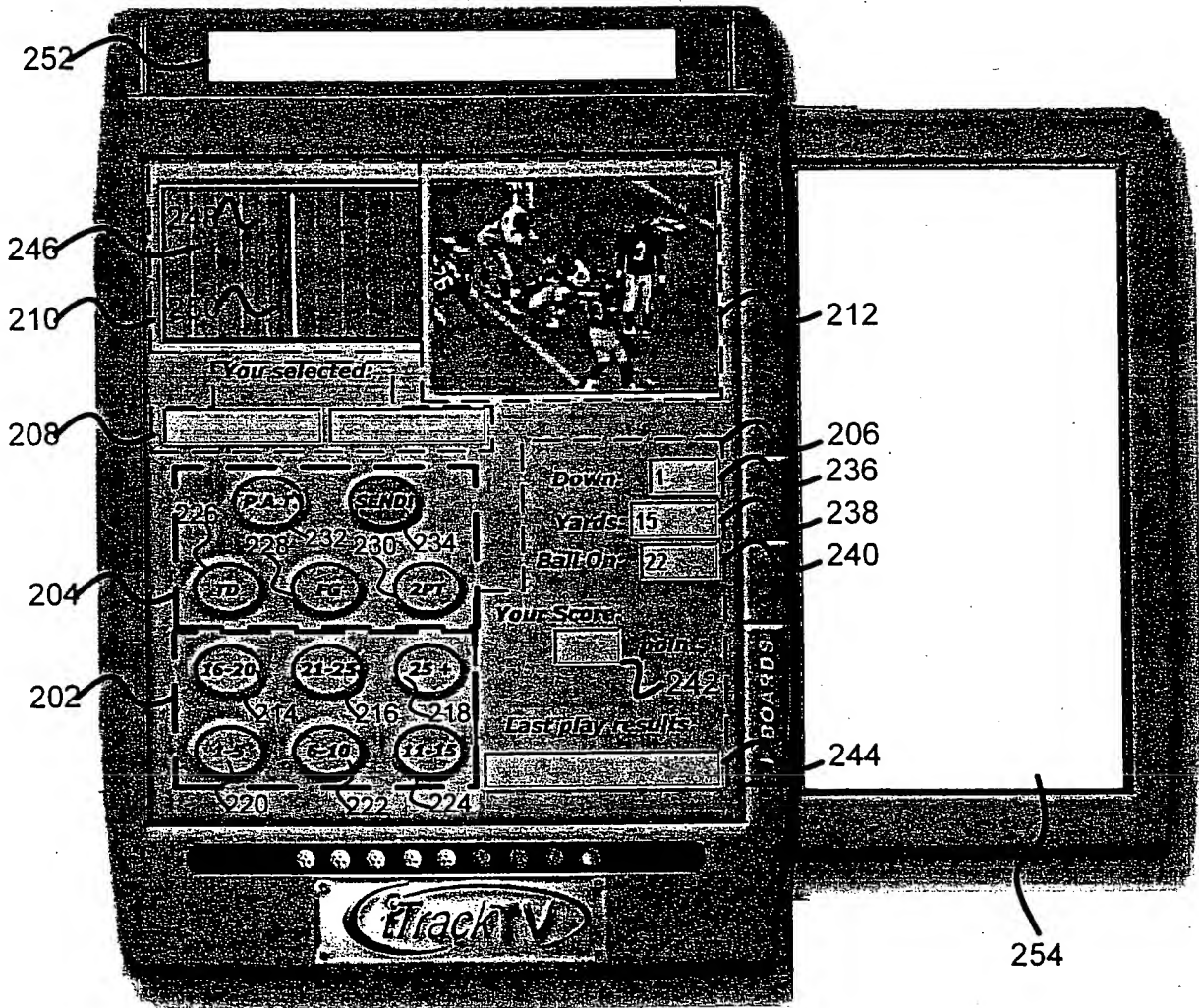


Figure 1

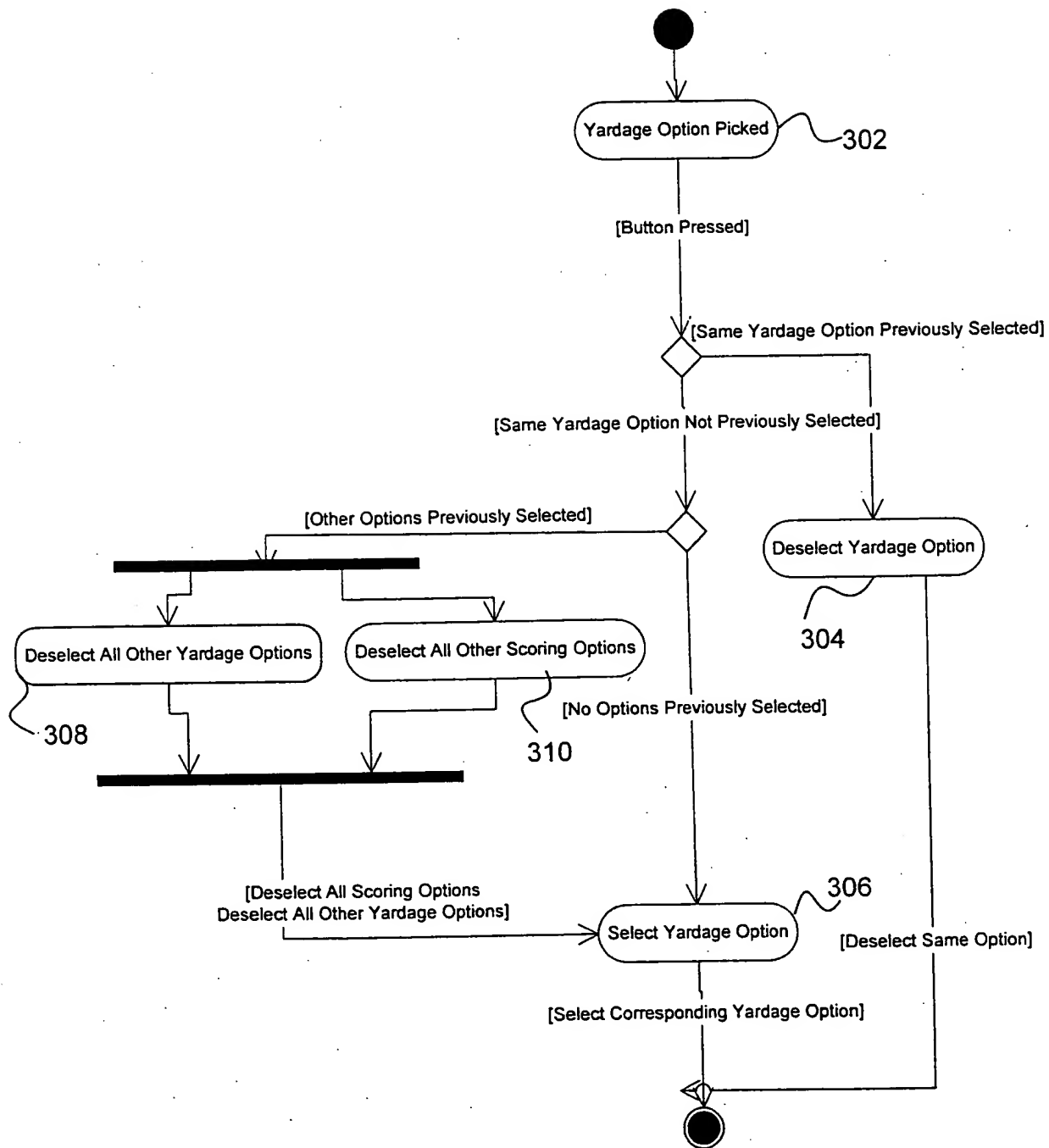


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200

Figure 2



300

Figure 3

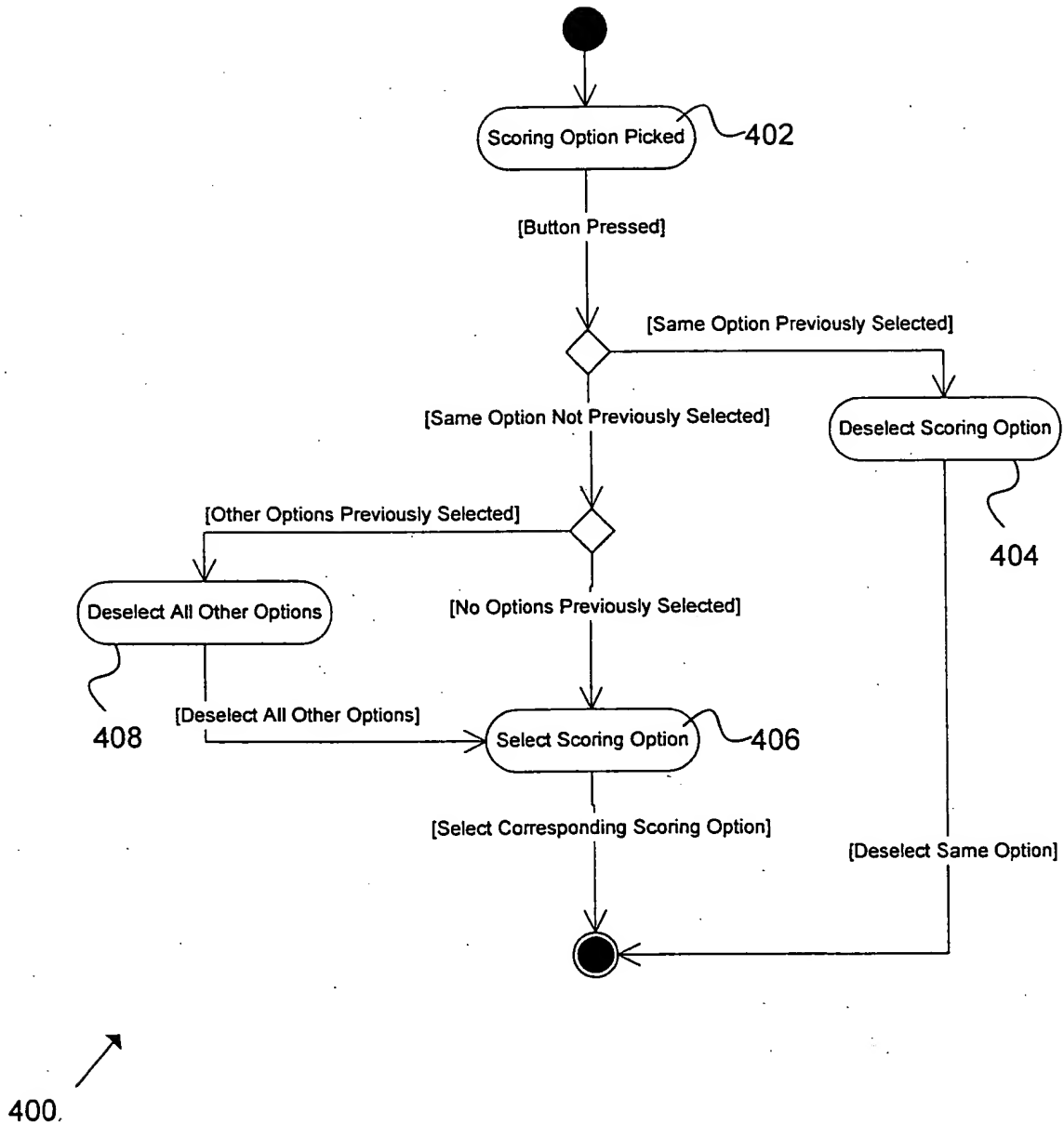


Figure 4

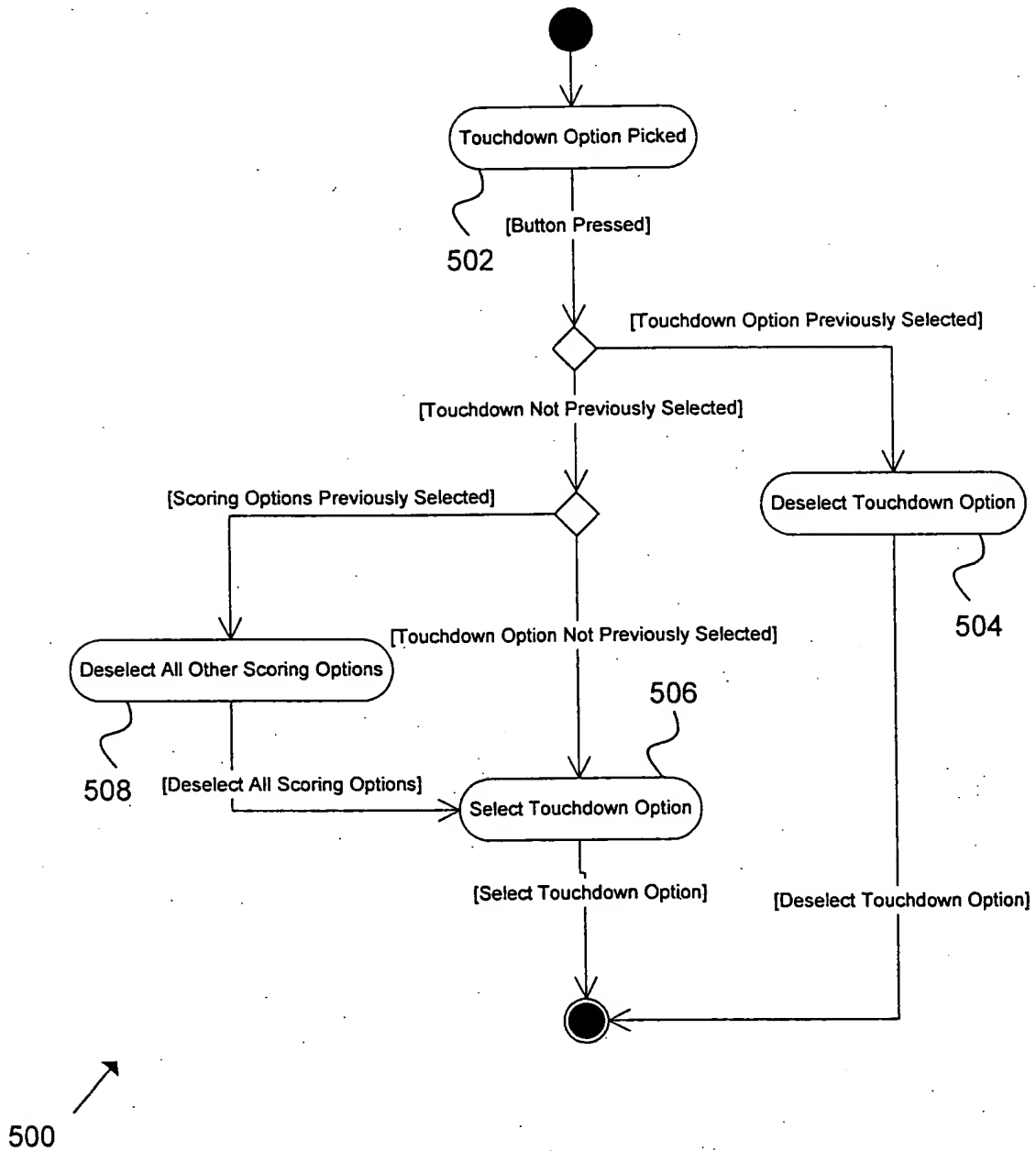
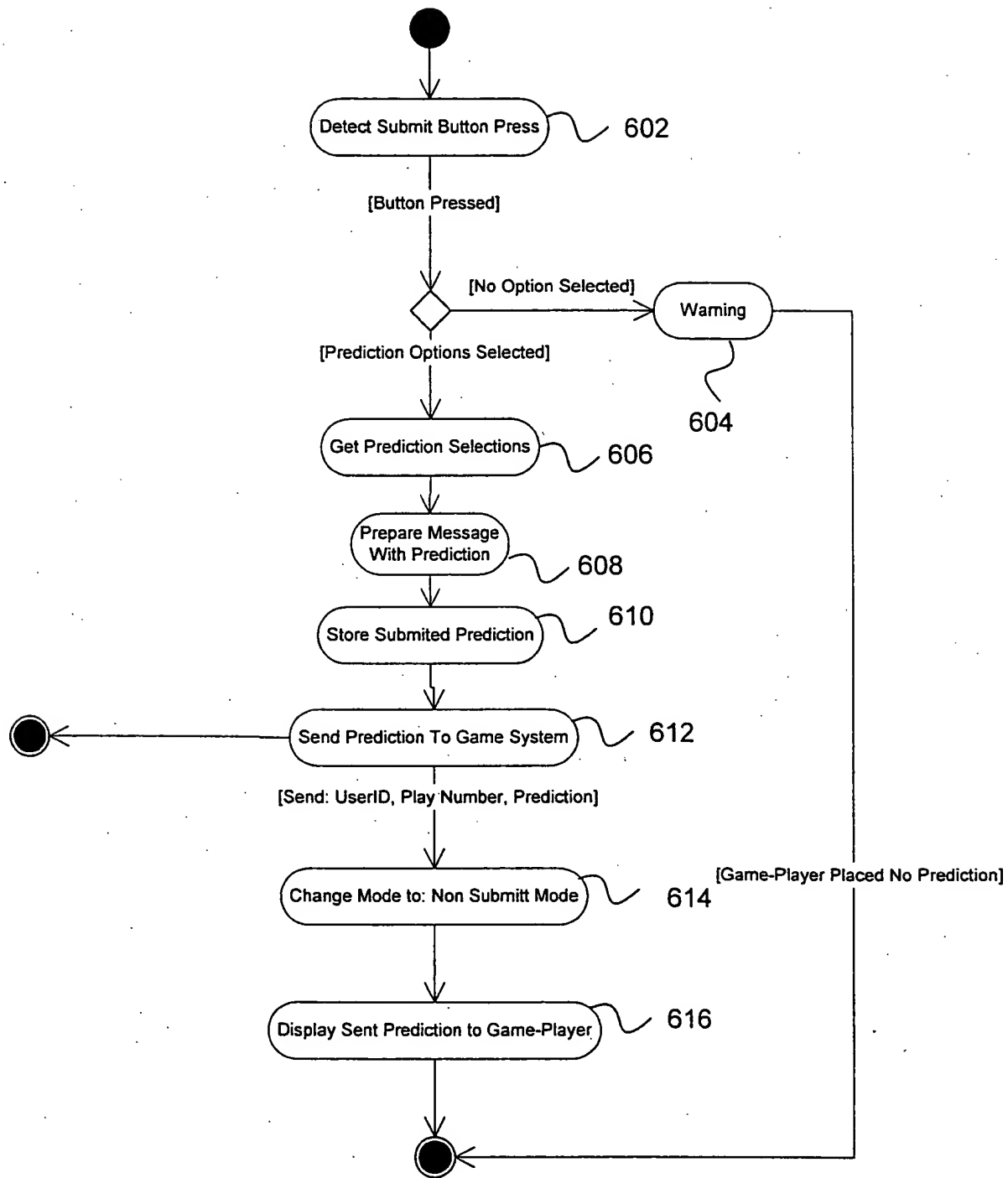


Figure 5



600

Figure 6

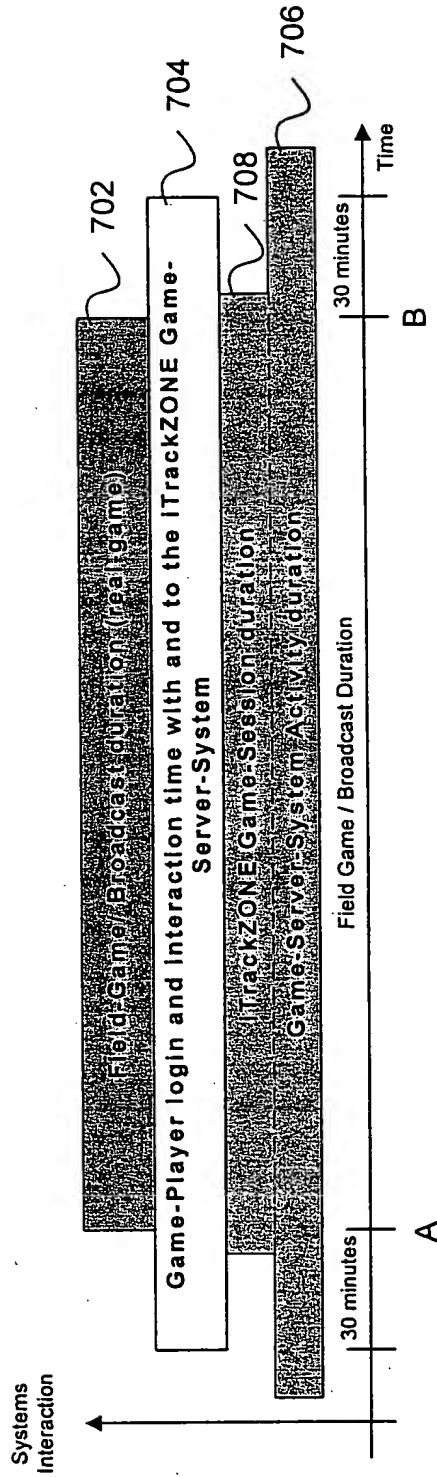


Figure 7

700



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A B C D E F G H I J K

Flow Of Events	Filed Team C	Filed Team D	Track Referee	Game Server System	Game Session	Field Game	Game-Player A Actions	Game-Player A States	Game-Player B Actions	Game-Player B States
Over 30 minutes prior to game-session	Inactive	Inactive	Inactive	Inactive Game State	Inactive	Inactive	Inactive	Inactive	Inactive	Inactive
(Coin Flip) Team C Kicks off the game-session Starts	Inactive	Inactive	Inactive	Submit Prediction State	Active	Play Stop State	Unable to Predict	Passive Mode - Default Scoring Mode	Active Mode - Submit Prediction Mode	Active Mode - Submit Prediction Mode
Field-Game-Kicker Signals Referee - Play 1	Defensive State	Offensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Predict	Passive Mode - Default Scoring Mode	Unable to Submit Predictions	Active Mode - Non-Submit Mode
Result 1	Defensive State	Offensive State	Sends Result - Start	Submit Prediction State	Active	Play Stop State	Unable to Predict	Passive Mode - Default Scoring Mode	Unable to Predict	Active Mode - Submit Prediction Mode
Play 2	Defensive State	Offensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Predict	Passive Mode - Default Scoring Mode	Unable to Submit Predictions	Active Mode - Non-Submit Mode
Result 2	Defensive State	Offensive State	Sends Result - Start	Submit Prediction State	Active	Play Stop State	Unable to Predict	Passive Mode - Default Scoring Mode	Unable to Predict	Active Mode - Submit Prediction Mode
Play 3	Defensive State	Offensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Predict	Passive Mode - Default Scoring Mode	Unable to Submit Predictions	Active Mode - Non-Submit Mode
Result 3	Defensive State	Offensive State	Sends Result - Start	Submit Prediction State	Active	Play Stop State	Unable to Predict	Passive Mode - Default Scoring Mode	Unable to Predict	Active Mode - Submit Prediction Mode
Play 4	Defensive State	Offensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Submit Predictions	Active Mode - Non-Submit Mode	Unable to Predict	Passive Mode - Default Scoring Mode
THE ABOVE STATES, MODES AND ACTIONS WILL CONTINUE THROUGHOUT A STANDARD GAME PERIODATION AND MAY INCLUDE WITH THE FOLLOWING SAMPLE:										
Result #	Offensive State	Defensive State	Sends Result - Start	Submit Prediction State	Active	Play Stop State	Unable to Predict	Active Mode - Submit Prediction Mode	Unable to Predict	Passive Mode - Default Scoring Mode
Play # + 1: Clock Stops	Offensive State	Defensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Submit Predictions	Active Mode - Non-Submit Mode	Unable to Predict	Passive Mode - Default Scoring Mode
Result # + 1: Clock is stopped	Inactive	Inactive	Sends Result Only - Game Stop	Game Stop State	Inactive	Play Stop State	Unable to Submit Predictions	Game Stop Mode	Unable to Submit Predictions	Game Stop Mode
Game Over	Inactive	Inactive	Log Out - Inactive	Game Stop State	Inactive	Game Over	Log Out - Inactive	Inactive	Log Out - Inactive	Inactive
Game Over	Inactive	Inactive	Log Out - Inactive	Inactive Game State	Inactive	Inactive	Inactive	Inactive	Inactive	Inactive

Figure 8

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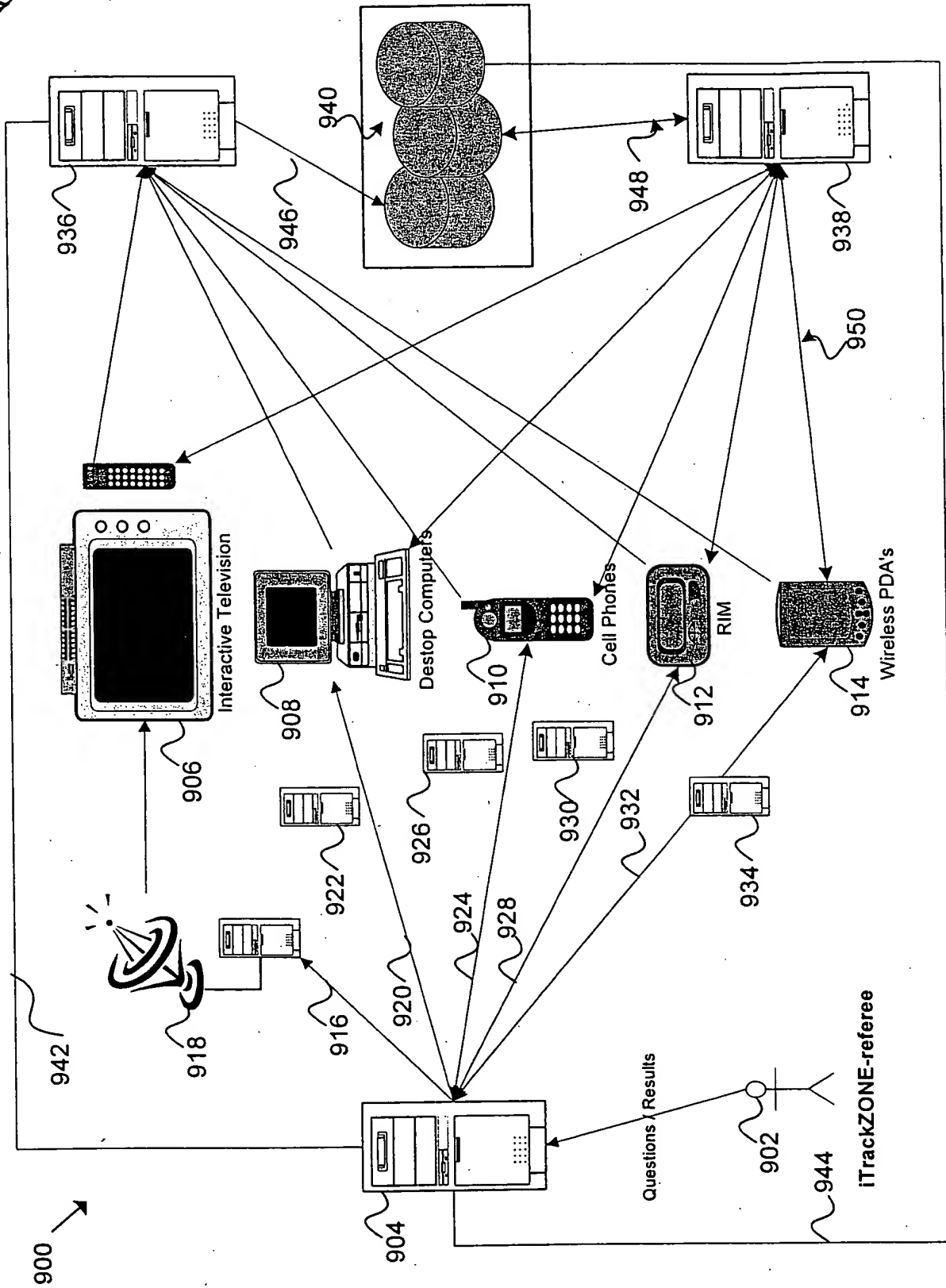


Figure 9

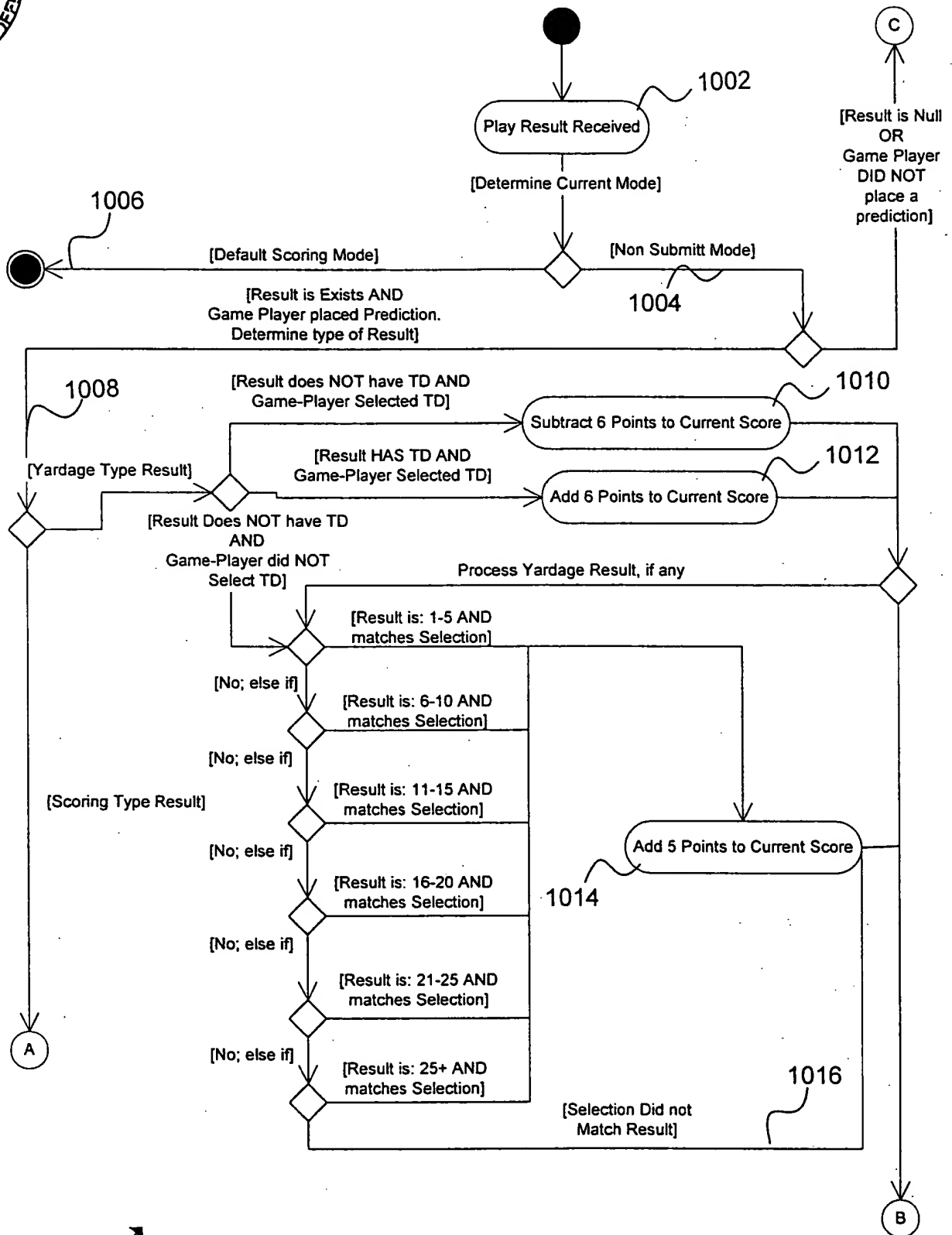


Figure 10A

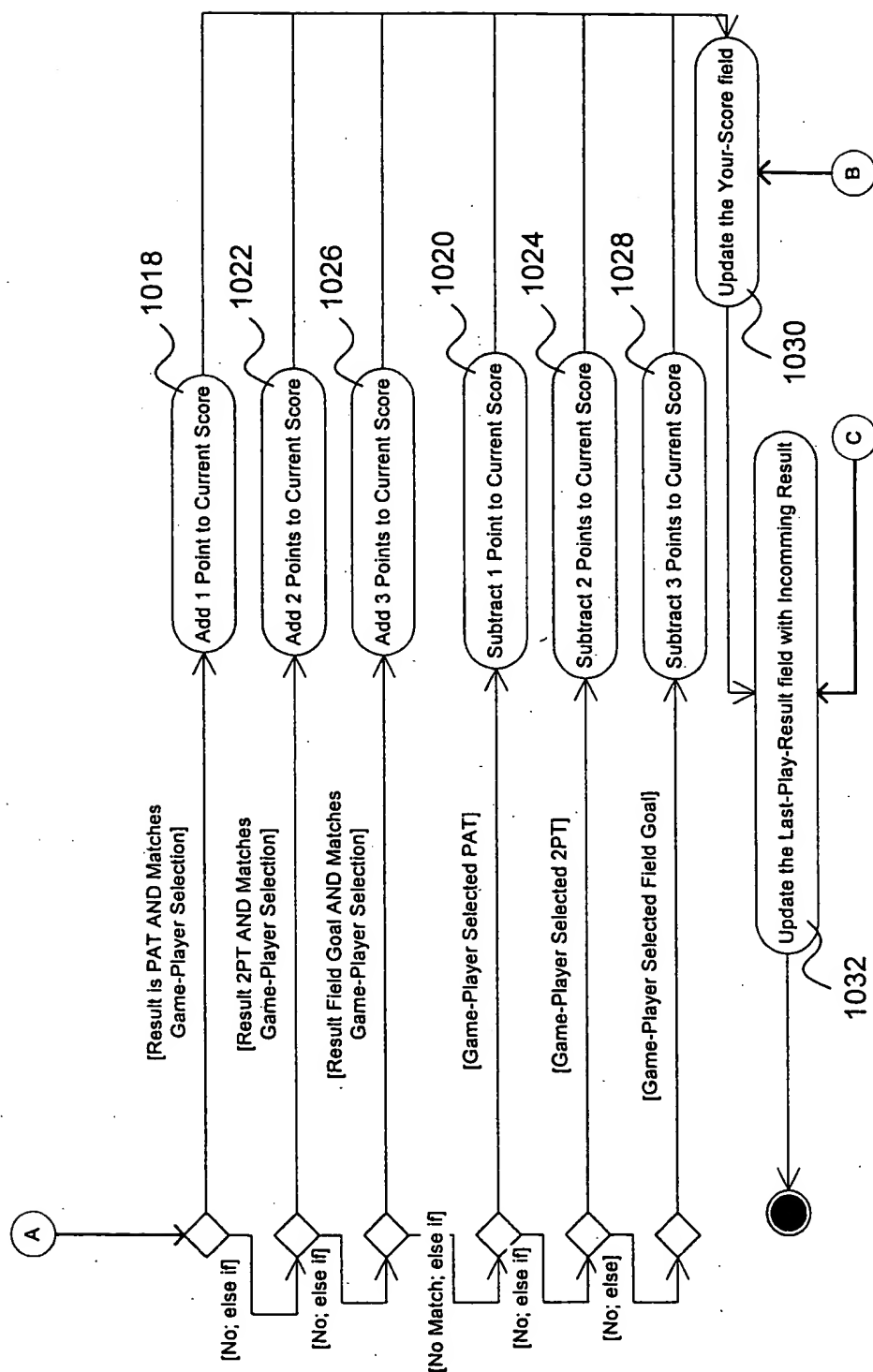


Figure 10B

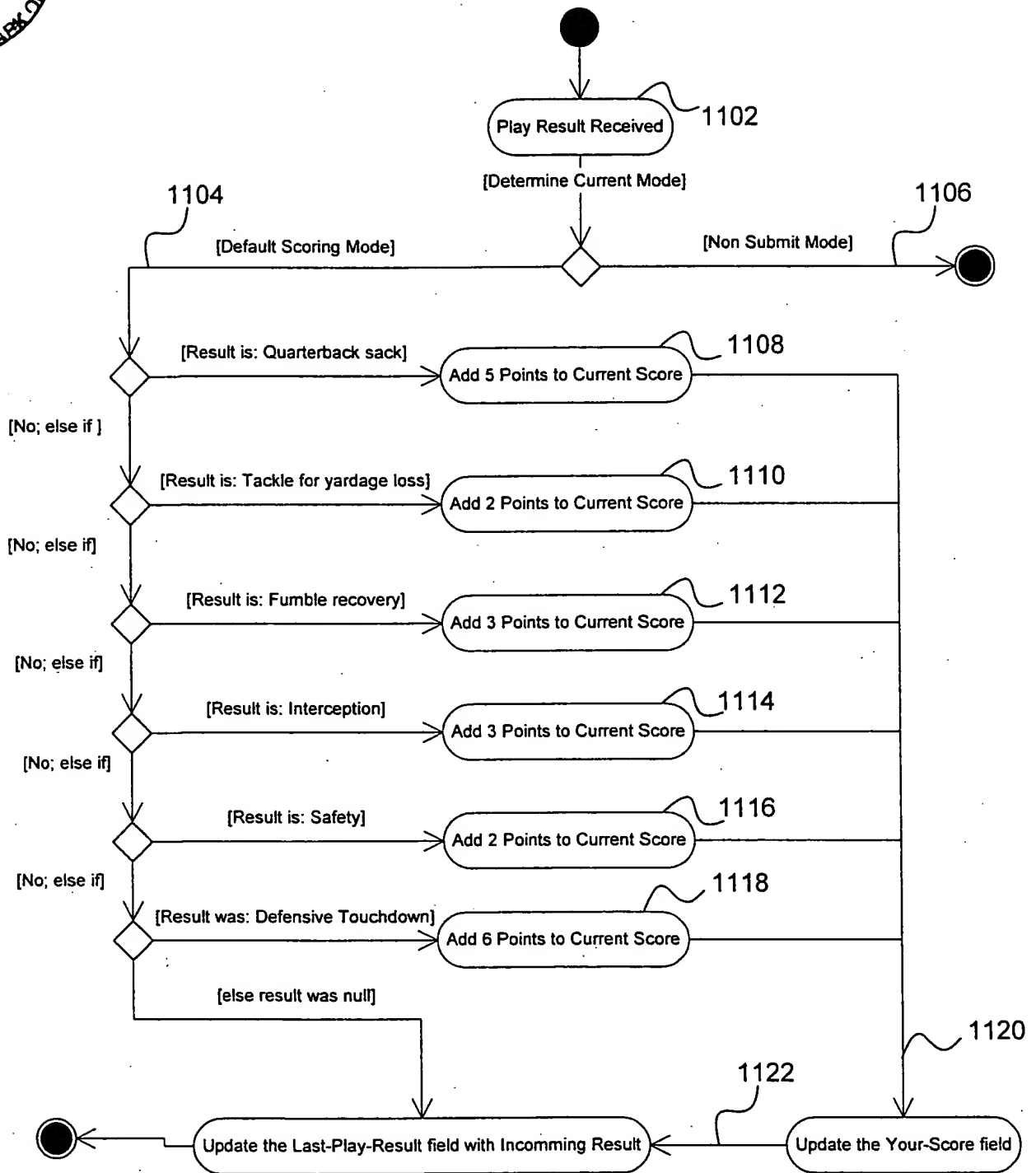


Figure 11

1100

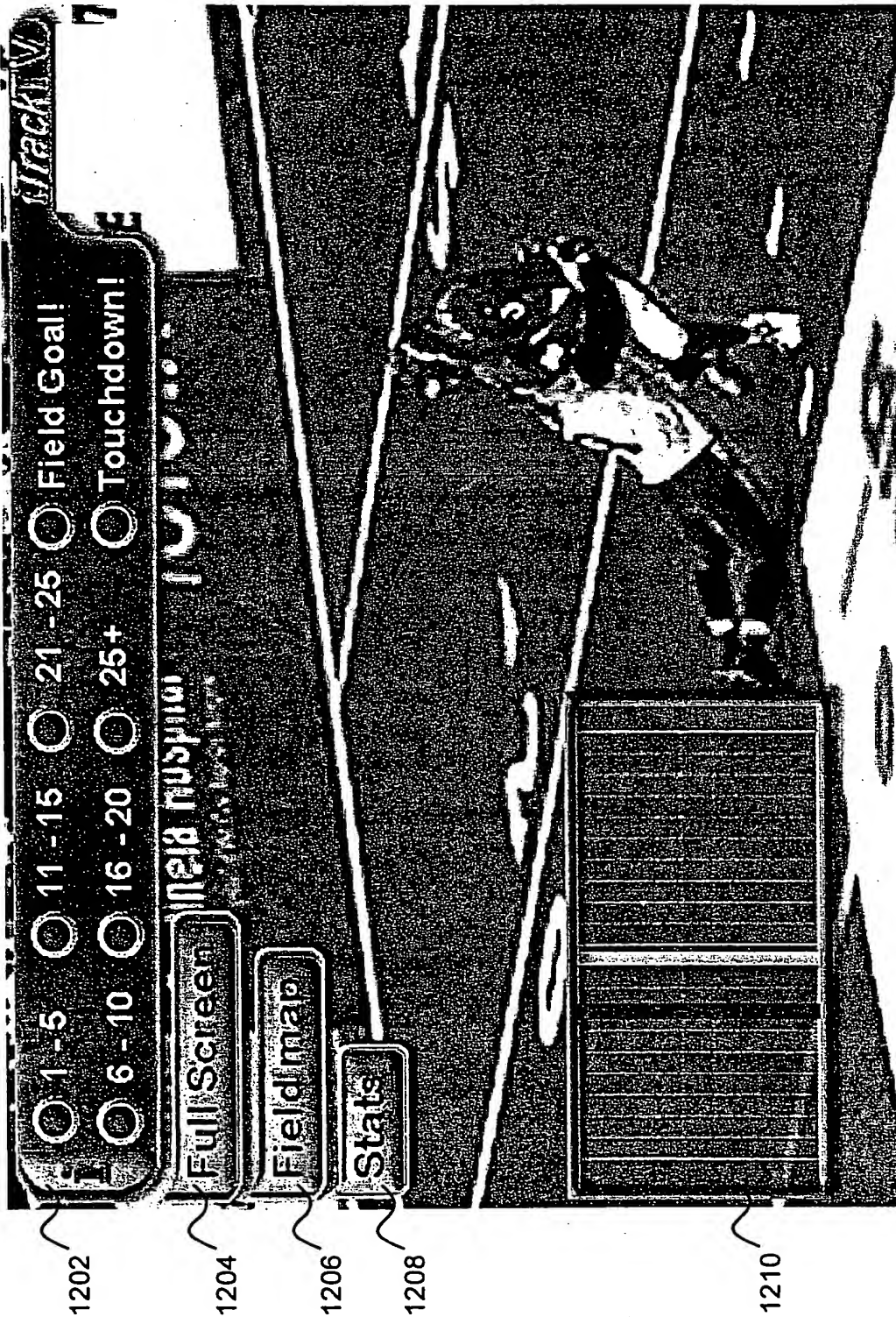


Figure 12